

IN THE CLAIMSListing of Claims:

1 1. (currently amended) A method for improving a selection of a graphic user  
2 interface (GUI) icon with a pointing device, comprising the steps of:

3 acquiring data corresponding to a motion of a pointing cursor on a display,  
4 said motion of said pointing cursor corresponding to a [[movement]] pointing device  
5 used to move said pointing cursor from a first source position to a first destination  
6 position on said display;

7 generating a set of motion vectors corresponding to said motion of said  
8 pointing cursor from said first source position to said first destination position; and

9 storing said set of motion vectors and said first destination position referenced  
10 to said first source position.

1 2. (currently amended) The method of claim 1 further comprising the steps of:

2 1) generating, within an application program, a first motion vector for said  
3 pointing cursor on said display as said pointing cursor moves from a second source  
4 position in response to a motion of said pointing device;

5 2) predicting a destination point icon in response to a compare of said [[first]]  
6 second source position to a corresponding stored source position or a source position  
7 proximate to said [[first]] second source position, wherein said corresponding stored  
8 source position which compares to said [[first]] second source position also has stored  
9 said first motion vector or a motion vector proximate to said first motion vector; and

10 3) highlighting said destination point icon;

1 3. (original) The method of claim 2, further comprising the step of:

2 repeating said steps 1) through 3) until said highlighted destination point icon  
3 is actuated by a user of said pointing device.

1 4. (currently amended) The method of claim 1, further comprising the steps of:

2 1) generating, within an application program, a first motion vector for said  
3 pointing cursor on said display as said pointing cursor moves from a second source  
4 position in response to a motion of said pointing device;

5           2) predicting a destination point icon in response to a compare of said [[first]]  
6       second source position to a corresponding stored source position or a source position  
7       proximate to said [[first]] second source position, wherein said corresponding stored  
8       source position which compares to said [[first]] second source position also has stored  
9       said first motion vector or a motion vector proximate to said first motion vector; and

10          3) modifying a motion of said pointing cursor to more nearly follow ideal  
11       motion vectors from said first source position to said destination point icon.

1       5. (original) The method of claim 4, further comprising the step of:

2           repeating said steps 1) through 3) until said predicted destination point icon is  
3       actuated by a user of said pointing device.

1       6. (original) The method of claim 1, wherein said display corresponds to a graphic  
2       user interface (GUI).

1       7. (original) The method of claim 1, wherein said first source position is a position  
2       of a predetermined source point icon.

1       8. (original) The method of claim 1, wherein said first destination position is a  
2       position of a predetermined destination point icon.

1       9. (original) The method of claim 1, wherein another of said motion vectors is  
2       generated each time said motion starts from a motion stop.

1       10. (original) The method of claim 1, wherein said motion vector comprises  
2       parameters defining a pointing cursor average velocity, starting position, stopping  
3       position, and motion direction.

1       11. (currently amended) The method of claim [[6]] 2, wherein said set of motion  
2       vectors are stored in response to actuating said destination point icon.

1       12. (currently amended) The method of claim 1, wherein said set of motion vectors  
2       are associated with said first source position and source positions proximate to said

3 first source position, and said first destination position and destination positions  
4 proximate to said [[second]] first destination position.

1 13. (original) The method of claim 2, wherein said second source position  
2 corresponds to a position of a source point icon.

1 14. (original) The method of claim 2, wherein said pointing cursor locks to said  
2 destination point icon until said destination point icon is actuated by a user.

1 15. (original) The method of claim 2, wherein said pointing cursor locks to said  
2 destination point icon until a motion vector indicates a more likely destination point  
3 icon.

1 16. (currently amended) The method of claim 3, wherein said motion of said  
2 pointing cursor [[pointing cursor motion]] proceeds from said first source position to  
3 said destination point icon corresponding to an ideal motion vector, said ideal motion  
4 vector motion changed only if a new destination point icon is determined.

1 17. (currently amended) A computer program product, said computer program  
2 product embodied in a machine readable medium, including programming for a  
3 processor, said computer program comprising a program of instructions for  
4 performing the program steps of:

5 acquiring data corresponding to a motion of a pointing cursor on a display,  
6 said motion of said pointing cursor corresponding to a [[movement]] pointing device  
7 used to move said pointing cursor from a first source position to a first destination  
8 position on said display;

9 generating a set of motion vectors corresponding to said motion of said  
10 pointing cursor from said first source position to said first destination position; and

11 storing said set of motion vectors and said first destination position referenced  
12 to said first source position.

1 18. (currently amended) The computer program product of claim 17 further  
2 comprising the steps of:

3           1) generating, within an application program, a first motion vector for said  
4 pointing cursor on said display as said pointing cursor moves from a second source  
5 position in response to a motion of said pointing device;

6           2) predicting a destination point icon in response to a compare of said [[first]]  
7 second source position to a corresponding stored source position or a source position  
8 proximate to said [[first]] second source position, wherein said corresponding stored  
9 source position which compares to said [[first]] second source position also has stored  
10 said first motion vector or a motion vector proximate to said first motion vector; and

11           3) highlighting said destination point icon;

1       19. (original) The computer program product of claim 18, further comprising the  
2 step of:

3           repeating said steps 1) through 3) until said highlighted destination point icon  
4 is actuated by a user of said pointing device.

1       20. (currently amended) The computer program product of claim 17, further  
2 comprising the steps of:

3           1) generating, within an application program, a first motion vector for said  
4 pointing cursor on said display as said pointing cursor moves from a second source  
5 position in response to a motion of said pointing device;

6           2) predicting a destination point icon in response to a compare of said [[first]]  
7 second source position to a corresponding stored source position or a source position  
8 proximate to said [[first]] second source position, wherein said corresponding stored  
9 source position which compares to said [[first]] second source position also has stored  
10 said first motion vector or a motion vector proximate to said first motion vector; and

11           3) modifying a motion of said pointing cursor to more nearly follow ideal  
12 motion vectors from said first source position to said destination point icon.

1       21. (original) The computer program product of claim 20, further comprising the  
2 step of:

3 repeating said steps 1) through 3) until said predicted destination point icon is  
4 actuated by a user of said pointing device.

1 22. (original) The computer program product of claim 17, wherein said display  
2 corresponds to a graphic user interface (GUI).

1 23. (original) The computer program product of claim 17, wherein said first source  
2 position is a position of a predetermined source point icon.

1 24. (original) The computer program product of claim 17, wherein said first  
2 destination position is a position of a predetermined destination point icon.

1 25. (original) The computer program product of claim 17, wherein another of said  
2 motion vectors is generated each time said motion starts from a motion stop.

1 26. (original) The computer program product of claim 17, wherein said motion  
2 vector comprises parameters defining a pointing cursor average velocity, starting  
3 position, stopping position, and motion direction.

1 27. (currently amended) The computer program product of claim ~~[[24]]~~ 18, wherein  
2 said set of motion vectors are stored in response to actuating said predetermined  
3 destination point icon.

1 28. (currently amended) The computer program product of claim 17, wherein said  
2 set of motion vectors are associated with said first source position and source  
3 positions proximate to said first source position, and said first destination position and  
4 destination positions proximate to said ~~[[second]]~~ first destination position.

1 29. (original) The computer program product of claim 18, wherein said second  
2 source position corresponds to a position of a source point icon.

1 30. (original) The computer program product of claim 18, wherein said pointing  
2 cursor locks to said destination point icon until said destination point icon is actuated  
3 by a user.

1 31. (original) The computer program product of claim 18, wherein said pointing  
2 cursor locks to said destination point icon until a motion vector indicates a more  
3 likely destination point icon.

1 32. (currently amended) The computer program product of claim ~~[[17]]~~ 19, wherein  
2 said motion of said pointing cursor ~~[[pointing cursor motion]]~~ proceeds from said first  
3 source position to said destination point icon corresponding to an ideal motion vector,  
4 said ideal motion vector motion changed only if a new destination point icon is  
5 determined.

1 33. (currently amended) A data processing system comprising:  
2 a central processing unit (CPU);  
3 a random access memory (RAM);  
4 a communications adapter coupled to a communication network;  
5 an I/O adapter  
6 a bus system coupling said CPU to said PROM, said communications adapter,  
7 said I/O adapter, and said RAM, wherein said CPU comprises:  
8 circuitry for acquiring data corresponding to a motion of a pointing cursor on  
9 a display, said pointing cursor corresponding to a pointing device used to move said  
10 pointing cursor from a first source position to a first destination position on said  
11 display;  
12 circuitry for generating a set of motion vectors corresponding to said motion  
13 of said pointing cursor from said first source position to said first destination position,  
14 said motion vectors having a vector source point, a magnitude and direction; and  
15 circuitry for storing said set of motion vectors and said first destination  
16 position referenced to said first source position.

1 34. (currently amended) The data processing system of claim 33, further comprising:  
2 circuitry for generating, within an application program, a first motion vector  
3 for said pointing cursor on said display as said pointing cursor moves from a second  
4 source position in response to a motion of said pointing device;

5           circuitry for predicting a destination point icon in response to a compare of  
6       said ~~[[first]]~~ second source position with a corresponding stored source position or a  
7       stored proximate source position having a stored corresponding said first motion  
8       vector or a proximate motion vector; and  
9           circuitry for highlighting said destination point icon.

1       35. (currently amended) The data processing system of claim 33, further comprising:  
2           circuitry for generating, within an application program, a first motion vector  
3       for said pointing cursor on said display as said pointing cursor moves from a second  
4       source position in response to a motion of said pointing device;  
5           circuitry for predicting a destination point icon in response to a compare of  
6       said ~~[[first]]~~ second source position with a corresponding stored source position or a  
7       stored proximate source position having a stored corresponding said first motion  
8       vector or a proximate motion vector; and  
9           circuitry for modifying a motion of said pointing cursor to follow ideal motion  
10       vectors from said first source position to said destination point icon.

1       36. (original) The data processing system of claim 33, wherein said display  
2       corresponds to a graphic user interface (GUI).

1       37. (original) The data processing system of claim 33, wherein said first source  
2       position is a position of a predetermined source point icon.

1       38. (original) The data processing system of claim 33, wherein said first destination  
2       position is a position of a predetermined destination point icon.

1       39. (original) The data processing system of claim 33, wherein another of said  
2       motion vectors is generated each time said motion starts from a motion stop.

1       40. (original) The data processing system of claim 33, wherein said motion vector  
2       comprises parameters defining a pointing cursor average velocity, starting position,  
3       stopping position, and motion direction.

1 41. (original) The data processing system of claim 34, wherein said set of motion  
2 vectors are stored in response to actuating said destination point icon.

1 42. (currently amended) The data processing system of claim 33, wherein said set of  
2 motion vectors are associated with said first source position and source positions  
3 proximate to said first source position, and said first destination position and  
4 destination positions proximate to said [[second]] first destination position.

1 43. (original) The data processing system of claim 34, wherein said second source  
2 position corresponds to a position of a source point icon.

1 44. (original) The data processing system of claim 34, wherein said pointing cursor  
2 locks to said destination point icon until said destination point icon is actuated by a  
3 user.

1 45. (original) The data processing system of claim 34, wherein said pointing cursor  
2 locks to said destination point icon until a motion vector indicates a more likely  
3 destination point icon.

1 46. (currently amended) The data processing system of claim 35, wherein said  
2 motion of said pointing device [[pointing cursor motion]] proceeds from said first  
3 source position to said destination point icon corresponding to an ideal motion vector,  
4 said ideal motion vector motion changed only if a new destination point icon is  
5 determined..

1 47. (original) A method for improving a selection of a graphic user interface (GUI)  
2 icon with a pointing device, comprising the step of:

3 predicting, within an application program, a destination point icon by  
4 comparing a motion vector imparted by a user to a pointing cursor to a previously  
5 acquired motion vector acquired from said user moving said pointing cursor.



1 48. (original) The method of claim 47, further comprising the step of:  
2 highlighting said destination point icon in response to said prediction step  
3 until said predicted destination point icon is actuated by said user

1 49. (original) The method of claim 47, further comprising the step of:  
2 modifying a motion of said pointing cursor as a user moves a pointing device  
3 corresponding to said pointing cursor in an attempt to move said pointing cursor from  
4 a source point icon to said predicted destination point icon.

1 50. (original) A computer program product, said computer program product  
2 embodied in a machine readable medium, including programming for a processor,  
3 said computer program comprising a program of instructions for performing the  
4 program step of:

5 predicting, within an application program, a destination point icon by  
6 comparing a motion vector imparted by a user to a pointing cursor to a previously  
7 acquired motion vector acquired from said user moving said pointing cursor.

1 51. (original) The computer program product of claim 50, further comprising the  
2 step of:

3 highlighting said destination point icon in response to said prediction step  
4 until said predicted destination point icon is actuated by said user

1 52. (original) The computer program product of claim 50, further comprising the  
2 step of:

3 modifying a motion of said pointing cursor as a user moves a pointing device  
4 corresponding to said pointing cursor in an attempt to move said pointing cursor from  
5 a source point icon to said predicted destination point icon.

1 53. (original) A data processing system comprising:

2 a central processing unit (CPU);  
3 a random access memory (RAM);  
4 a communications adapter coupled to a communication network;

5           an I/O adapter;  
6           a bus system coupling said CPU to said PROM, said communications adapter,  
7       said I/O adapter, and said RAM, wherein said CPU comprises:  
8           circuitry operable to predict, within an application program, a destination  
9       point icon by comparing a motion vector imparted by a user to a pointing cursor to a  
10      previously acquired motion vector acquired from said user moving said pointing  
11      cursor.

1       54. (original) The data processing system of claim 53, further comprising:  
2           circuitry operable to highlight said predicted destination point icon until said  
3       predicted destination point icon is actuated by said user

1       55. (original) The data processing system of claim 53, further comprising:  
2           circuitry operable to modify a motion of said pointing cursor as a user moves  
3       a pointing device corresponding to said pointing cursor in an attempt to move said  
4       pointing cursor from a source point icon to said predicted destination point icon.